VISIT…

SOMETHING'S COOKING

A short adventure for four 2nd-level PCs

CREDITS

Design:	Andy Collins
Editing:	Kim Mohan
Web Production:	Sue Cook
Web Development:	Mark Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege

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ADVENTURE SUMMARY

When Andolyn met Gendrew, it seemed a match made in heaven. Andolyn was a skilled wizard with a love of a good meal, looking for an excuse to settle down from adventuring, while Gendrew was a master chef looking to create new methods of cooking. Together, they took up a quiet life of baking and brewing, content to live in a small cottage on the outskirts of town.

But now one of their experiments has gone horribly wrong, and the characters must save poor Gendrew from his own delicious concoction, while defending themselves from the inhabitants of the cottage—and one unwelcome invader.

CHARACTER HOOKS

Any one of these suggestions could be appropriate for interesting the characters in the adventure.

- The characters overhear a local complaining about "those wizards" who live on the edge of town. "They're always brewing up something strange," he says. "And just this morning, I smelled the foulest stench yet coming out of the chimney. They're up to no good, I reckon."
- The characters are directed to seek out Andolyn to purchase alchemical substances or potions.
- A patron of the characters has sent them to negotiate with Gendrew for the chef's services for an upcoming banquet.

THE COTTAGE

The cottage of Andolyn and Gendrew is a small, unassuming structure about a quarter-mile outside town, nestled in a grove of maple trees.

1. Sitting Room (EL 2)

This cozy room has a large sofa and an overstuffed chair facing a fireplace in one corner. A small reading table sits next to a window. A book lies open on the table. Archways open into a dining room on one side and a hall on the other.

Years ago, Andolyn dabbled in animation magic in an attempt to create various labor-saving devices. Though she didn't pursue the effort very far, a few of her results are here in the sitting room. Unfortunately for the PCs, the berserk state of the golem in area5 seems to have affected these items as well. Though normally peaceful

and obedient, the animated objects here are agitated and attack anyone that approaches them.

An animated book (Tiny) lies open on the table. It will slam shut on anyone who touches it. It has no special abilities and no hardness.

The draw cord for the curtains is animated (Tiny) and will attempt to constrict anyone within 5 feet. It has no hardness.

An animated poker (Small) is leaning up against the fireplace. It will lunge out at anyone approaching it. It has hardness 10.

Animated Book: hp 2; see *Monster Manual* page 17.

Animated Draw Cord: hp 2; see *Monster Manual* page 17.

Animated Poker: hp 5; see *Monster Manual* page 17.

2. Dining Room

This fine dining room has a table set for two (though it could hold up to four). A large picture window provides a view of the trees outside. Archways lead to the sitting room and the kitchen.

This room is still intact, because the golem didn't reach it before heading to the pantry. The silver candlestick on the table is worth 20 gp. A side cabinet holds a box of silverware (12 pieces worth a total of 24 gp).

3. Bedroom (EL 2)

A large bed dominates this room. Along one wall are bookshelves above a writing desk. Half-open doors lead to a wardrobe and water closet, respectively.

A bloody, battered man lies sprawled across the bed, tied at the wrists and ankles. A small bat-winged humanoid creature is perched on the desk, idly tearing books to pieces.

The bat-winged creature is an imp who serves a devil named Woganpuck, an old enemy of Andolyn. He sent the imp to cause trouble while the wizard was away, and it has succeeded remarkably. Now it holds Gendrew prisoner, torturing him periodically.

The imp will not investigate sounds of combat, assuming that any commotion he hears is just the sound of the golem breaking more objects below. It will immediately attack anyone who opens the door, though if it sees any female human who looks like a wizard (robes, staff, etc.), it will mistake her for Andolyn and attempt to flee invisibly.

The battered prisoner is Gendrew, Andolyn's husband. He looks worse off than he actually is, though he is suffering the effects of the imp's poison (current Dex 1, normal Dex 8). Anyone investigating his wounds will note that some of the "bloodstains" are actually tomato sauce (from the wounds of the calzone golem; see areas 4 and 5).

The books on the shelves deal primarily with two topics: arcane lore and cooking. Many have been damaged, but most can be repaired with a little work. The wardrobe is full of mundane clothing; a secret compartment in the bottom (Search DC 20 to find) holds a box with six potions: *bull's strength, cat's grace, cure moderate wounds, endure elements (fire), jump,* and *vision.*

If Gendrew is revived, he tells the PCs about the calzone golem's berserk rage. He doesn't know where it is now, but warns the characters that it is very strong and resistant to fire.

Imp: hp 13; see *Monster Manual* page 48.

Gendrew: hp 12 (normal 28); currently suffering from 13 points of subdual damage; see NPC Statistics.

4. Kitchen (EL 1)

This well-appointed kitchen looks like a disaster area. Pots and pans are strewn about, broken crockery lies scattered on the floor, and ingredients of all kinds are spattered on the walls. A door (presumably leading to a basement) has a chair propped in front of it, holding it closed. The air in this room is warmer than elsewhere in the cottage.

When the imp triggered the calzone golem's berserk rage here, it attacked Gendrew and wreaked havoc in the room before heading downstairs to the pantry, where it is currently trapped. Anyone searching the room can find the following:

- Signs of someone being dragged out of the room toward the hallway (DC 13).
- Vaguely humanoid-shaped prints (without distinct toes) circling around the room and ending at the closed door (DC 15).
- Small spatters of tomato sauce in a few places in the room, though no container can be found that might have once held this (DC 18).

A successful Listen check (DC 15) will allow a character to hear a fire crackling in the stove (which is warm to the touch). A small fire elemental lives in the stove, providing heat for Gendrew's cooking needs. It cur-

rently hides from the calzone golem trapped in the basement pantry (see area 5) as well as the imp in the bedroom (see area 3), both of whom are immune to its fiery attacks. It will attack anyone who approaches the stove. (It isn't terribly bright, and fears that anyone unfamiliar is an enemy.)

Small Fire Elemental: hp 9; see *Monster Manual* page 83.

5. Pantry (EL 3)

This basement room looks like it was used as a pantry, though every shelf and container here has been smashed to bits. Standing in the center of the room is a six-foot-tall creature that seems to be made entirely of pastry. A few reddish smears mar its well-baked crust.

The calzone golem will immediately attack anyone it sees. It has a few minor wounds (from the imp), but it will fight to the death.

There is nothing of value left in this pantry; everything has been destroyed by the golem's fury. However, an Appraise or Profession (cook) check (DC 15) can ascertain that the ingredients stored here were of fine quality.

Calzone Golem: hp 30 (normal 33); see New Monster.

CONCLUSION

At some point during the adventure, Andolyn teleports back to the cottage from her investigations. When this happens is up to the DM. If the characters are having particular trouble with the calzone golem or the imp, she can arrive just in time to bail them out. (If this happens, you may want to reduce the XP gained from the encounter.) Otherwise, she shows up just after the fighting settles down. She thanks the characters profusely for rescuing Gendrew and apologizes for the attacks they endured from the other inhabitants of the house. (She won't hold any grudges over the destruction of the fire elemental or animated objects.)

Furthermore, she rewards the PCs by giving them the box of potions in area 3 (or letting them keep them, if they found them). If anyone in the party is a wizard, she offers to teach that character one spell. Of course, in addition to these rewards, as a wizard and a maker of magic items (potions, scrolls, and wondrous items), Andolyn can be a powerful ally to the PCs during their careers. Gendrew is similarly thankful, and offers to prepare a fine feast for the heroes at some later date, free of charge.

Of course, if either one finds any evidence that the PCs have been looting their home, Gendrew and Andolyn will not be so friendly, instead asking clearly for the return of any stolen items and brusquely ushering the characters out.

NPC STATISTICS

Andolyn: Female human Wiz9; CR 9; Medium-size humanoid; HD 9d4+12; hp 36; Init +4; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +4 melee (1d4–1, dagger); SA Spells; AL N; SV Fort +6, Ref +3, Will +8; Str 8, Dex 10, Con 12, Int 17, Wis 14, Cha 13.

Skills and Feats: Alchemy +15, Concentration +11, Knowledge (arcana) +15, Profession (cook) +6, Spellcraft +15; Brew Potion, Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Scribe Scroll, Toughness.

Possessions: Masterwork dagger, arcane scroll of *summon monster IV, potion of cure serious wounds, bracers of armor +2, wand of magic missile* (9th-level caster) (44 charges), *wand of unseen servant* (21 charges).

Spells Prepared (normally 4/5/5/4/2/1, many already cast; DC = 12 + spell level): 0—*mending, open/close;* 1st—*grease, unseen servant;* 2nd—*arcane lock, knock, locate object;* 3rd—*dispel magic, gust of wind;* 4th—*confusion;* 5th—*major creation.*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st—*alarm, burning hands, comprehend languages, endure elements, grease, jump, mage armor, sleep, unseen servant;* 2nd—*arcane lock, bull's strength, cat's grace, knock, locate object, pyrotechnics, see invisibility;* 3rd—*dispel magic, gust of wind, hold person, secret page, stinking cloud, tongues;* 4th—*confusion, fire shield, improved invisibility, polymorph other;* 5th—*major creation, teleport.*

Gendrew: Male human Exp 5; CR 4; Medium-size humanoid; HD 5d6+5; hp 28; Init –1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +4 melee (1d4, steak knife); AL N; SV Fort +4, Ref +0, Will +6; Str 10, Dex 8, Con 12, Int 14, Wis 15, Cha 13.

Skills and Feats: Alchemy +10, Appraise +10, Deci-

pher Script +10, Gather Information +9, Knowledge (history) +10, Knowledge (local) +10, Profession (cook) +12, Spot +10; Endurance, Great Fortitude, Skill Focus (Profession [cook])

Possessions: Masterwork steak knife, *potion of cure moderate wounds, potion of endurance, ring of protection +1,* masterwork cookware (+2 circumstance bonus on Profession [cook] checks).

NEW MONSTER

Calzone Golem

Medium-Size Construct
Hit Dice: 6d10 (33 hp)
Initiative: –1 (Dex)
Speed: 30 ft. (can't run)
AC: 13 (–1 Dex, +4 natural)
Attacks: 2 slams +5 melee
Damage: Slam 1d8+1 and 1d4 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Breath weapon, heat
Special Qualities: Berserk, construct, magic immunity, spurt
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 17, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2–4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Medium-size); 13–18 HD (Large)

The calzone golem is a strange construct dreamed up by Andolyn and Gendrew and created through a delicate process that mixes alchemy and bakery in ways never before imagined by mortal beings. It looks like a doughy humanoid, and smells of cheese and tomatoes.

Combat

As a golem, the calzone golem is incapable of strategy or tactics. Its creator can command it if within 60 feet. When not directly controlled, most calzone golems stand as steadfast guardians of kitchens, pantries, or dining halls.

Breath Weapon (Su): Once every 5 rounds, the calzone golem can exhale a cloud of nauseating gas as a free action. This is identical with a *stinking cloud* spell except that the range is 0 and the effect is a cloud that spreads in a 5-foot radius, 5 feet high. The Fortitude save to negate the effect has a DC of 13.

Heat (Ex): The calzone golem generates so much heat that its mere touch deals additional fire damage.

Berserk (Ex): When a calzone golem is struck by a slashing or piercing weapon, it must make a Will save (DC 12), or its elemental spirit breaks free and goes berserk. The uncontrolled golem begins rampaging, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Calzone golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects slow them (as the *slow* spell) for 2d6 rounds, no saving throw. Fire-based effects deal no damage but rather harden the golem temporarily, increasing its natural armor bonus by +1 for every 3 points of damage it would otherwise deal (this hardening fades after 1d4 hours). The golem rolls no saving throw against fire effects.

Spurt (Ex): If the calzone golem is struck for damage by a slashing or piercing weapon, it spurts out a small splash of extremely hot juices from the wound. This spurt inflicts 1 point of fire damage to all individuals within 5 feet of the golem.

Construction

A calzone golem's body is created from a mixture of fine ingredients, including approximately 100 pounds of flour, 50 pounds of cheese, four gallons of tomato sauce, and large quantities of salt, yeast, and sugar. Mushrooms, olives, or other ingredients may be added to the tomato sauce as desired. Season with oregano and black pepper to taste. All ingredients must be fresh and of the highest quality.

The golem costs 10,000 gp to create, including 500 gp for the ingredients. Assembling the body requires a successful Profession (cook) check (DC 15), along with 2 hours of baking at approximately 450 degrees.

The creator must be 9th level and able to cast arcane spells. Completing the ritual drains 250 XP from the creator and requires *burning hands, grease, major creation,* and *stinking cloud.*

ABOUT THE AUTHOR

With a family that includes a newspaper editor, the author of a correctional law journal, and an online sports editor, Andy Collins had little hope of escaping a life of writing. As a child growing up in Olympia, Washington, he was surrounded by sources of inspiration, from Middle-Earth to *Star Wars* to Carl Sagan's *Cosmos.* But none of that could prepare him for the strange blue rulebook he received on his tenth birthday that was full of odd pen-and-ink drawings and arcane terms such as "hit points" and "Armor Class." Though no one around him realized it at the time, that seemingly innocuous birthday present was to have a profound effect on his life.

Andy graduated from Stanford University in 1994 with a degree in English. His primary area of focus was medieval and Shakespearean literature, including six months of study in Oxford, England. After graduation, he worked as the office manager of a small business software company but deep down, he now knew that his future lay in the field he'd been "in" since 1981: the adventure gaming industry.

After some volunteer work with Wizards of the Coast's Arena League in late 1995, Andy was brought aboard as a full-time Wizards employee on April 1, 1996. Two years later he moved from the Organized Play division to Role-playing R&D as an editor on the ALTERNITY® team. Since then he has dabbled in both design and editing on a variety of game lines. His professional credits include co-designing the newest version of the *Gamma World* campaign setting (with Jeff Grubb) and the upcoming *Star Wars Roleplaying Game* (with Bill Slavicsek), as well as editing the DARK MATTER™ campaign setting (with Michele Carter), the *Tangents* sourcebook, and *Beyond Science: A Guide to FX* (with Julia Martin). He also co-starred in "Dial M For Murderousness" and soon will appear in a remake of the 1957 classic film "Gladys the Groovy Mule."